

MARVEL

CHAMPIONS

THE CARD GAME

DOCTOR STRANGE HERO PACK

Once a talented neurosurgeon, Stephen Strange's life was transformed when he mastered the mystic arts in Kamar-Taj. Now he fights to protect our reality as the Sorcerer Supreme: Doctor Strange!

The Invocation Deck

Doctor Strange is the Master of the Mystic Arts and Sorcerer Supreme. To represent his incredible knowledge and magical power, he begins each game with a special, five-card "INVOCATION deck" in addition to his player deck.

To create the **INVOCATION** deck, shuffle all five of Doctor Strange's **INVOCATION** cards together (Crimson Bands of Cyttorak, Images of Ikonk, Seven Rings of Raggadorr, Vapors of Valtorr, and Winds of Watoomb). Then, place the **INVOCATION** deck facedown next to your identity card.

During the game, play with the top card of the **INVOCATION** deck faceup at all times. You may use Doctor Strange's "Spell Mastery" action to resolve the ability on that card. After that card is resolved, it is placed in a special discard pile that belongs to the **INVOCATION** deck. If the **INVOCATION** deck is ever empty, shuffle the **INVOCATION** discard pile back into the **INVOCATION** deck. There is no penalty for doing this.

DOCTOR STRANGE / PROTECTION

With his vast knowledge of magical arts, Doctor Strange always has an Invocation or a Spell to play. Cast Magic Blast to deal a crippling blow to an enemy, or use Astral Projection to thwart the villain's scheme from the safety of the Sanctum Sanctorum. While in alter-ego form, use Stephen Strange's ability to setup the **INVOCATION** deck for your next move.

With the Protection aspect, use Desperate Defense to ready yourself after defending an enemy attack, and draw a card with Unflappable while you're at it. If it looks like the attacking enemy's ATK might beat your DEF, play Warning to reduce the damage.

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To the Marvel Comics artists whose amazing work is featured in this game: Thank you, thank you, thank you.

PLAYTESTERS

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